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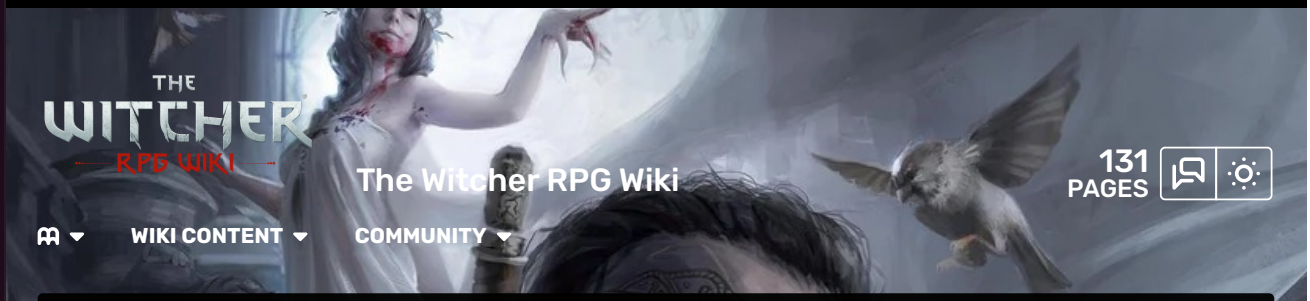

in: Canon Expansions, Locations, Geography

Far South

EDIT

This article is an expansion based on a canon element. For canon information on this topic, follow the link to The Witcher Wiki: **Far South**.

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Far South is a geographical term applied to regions located beyond the southern boundaries of the Continent or, to be more concrete, Empire of Nilfgaard. The place is presumably divided from the Continent by at least two seas, one of which is the Great Sea. Due to being located so far from other human and nonhuman civilizations, locals naturally developed entirely unique cultures and languages.

Far South	
Type	Region
Location	South to the Northern Realms and Nilfgaard via the sea
Inhabitants	Various

For Nordlings, realms of Far South and their histories are still very mysterious, whereas libraries of the City of Golden Towers, much closer to the region, contain more concrete knowledge on the matter.

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Geography

Far South is often referred to as "beyond the seas" by Nordlings, even though some scholars believe that there exists a land connection with the Continent. At least at certain points in the history, Nilfgaardian Empire shared a border with Far Southern realms, including Barsa, and warred with them, eventually absorbing a number of formerly Barsan regions.

Far South's climate is sunnier and warmer than that of the Northern Realms or Nilfgaard, and its regions encompass diverse landscapes such as deserts, savannas, and lush jungles.

The Far South also contains lands Nordlings have never heard of, such as Núchtetl, a mysterious land inhabited by the Tetlec, who are very territorial and often respond to attempts at outside trade with hostility.

Culture

Being a collection of multiple regions, Far South doesn't have a single unified culture. Ofir alone consisted of a number of fallen empires, rich kingdoms, and nomadic tribes. Barsa was divided into a number of small states called *taifas* and its customs demanded that all girls guarded their virginity until they wed. Due to the heat and various levels of dryness and dampness, unique cultural quirks have manifested to deal with such circmstances - including, but not limited to, the Tetlec's daily "naps" that are taken during the time the sun is the most high in the sky.

Fauna and flora

Ofir and Zangvebar, two of the lands which lie beyond the seas, are famous for having white horses with black stripes, called zebras. In various Far Southern regions, one can also find elephants, camels, rhinoceroses, leopards, jaguars, cheetahs and lions, crocodiles, alligators and huge lizards, gorillas and monkeys, cobras, and hyenas. While native to Zerrikania in the Eastern Lands, tigers can also be found in Ofir, though it is unclear whether they live in the area naturally or are imported.

Kaer Morhen's bestiaries count gigascorpions, crab spider, scarletias, wights, lamias, and frighteners, among monsters that dwell in the deserts, albeit it's not specified which are native

to the Great Korath east of Nilfgaard and which to Far South's deserts; in Ofiri sands one can also stumble upon a desert banshee. Zangvebar's wastes are home to the cynocephali. Some areas in Far South lack monsters, which Nenneke attributed to the lack of Power-hungry sorcerers meddling with the energies of nature.

Economy

Marine trade routes from Ofir, Zangvebar, and other exotic countries lead to seaside cities like Novigrad, Gors Velen, or Baccalà, bringing north wares like mimosa bark, spices, ivory, or silk. Zangvebarians also sell captive cynocephali.

Gallery

Trivia

The Far South	[Hide]
Peoples	Zange • Ofiri • Mellu • Tetlec • Formorians
Nations	Ofir • Zangvebar • Melukka • Núchtetl
Bestiarium	Rakshasa
Ofir	[Show]
Zangvebar	[Show]
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Barsa	[Show]
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